

CS 208

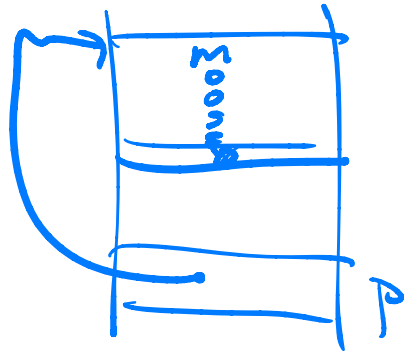
F, 17 April 2026

```
char *p = "moose";
```

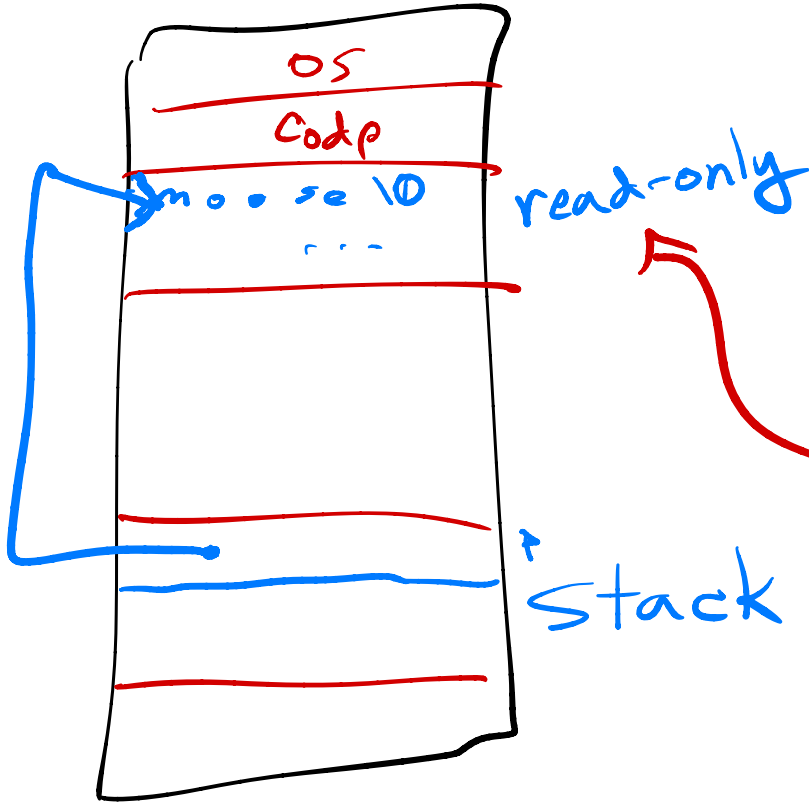
```
printf("%c", p[3]);
```

$*(p + 3 * sizeof(char))$

→ 's'



char * p = "moose";



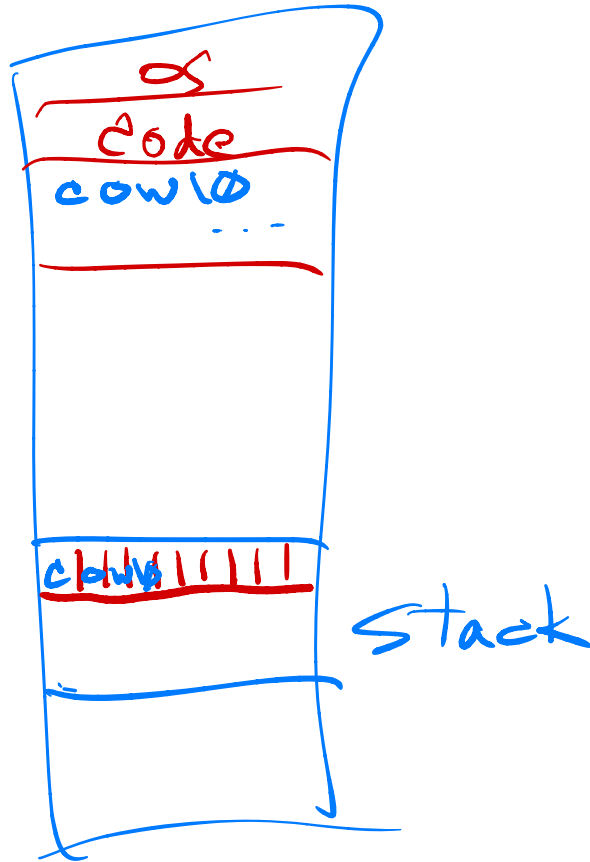
p[0] = 'g';

crash

p = p + 1 ✓

char t[10] = "cow";

t can
act like
a pointer,
kinda



t = t + 1;
compiler error

array names are
pointers, but they
are constant ptrs
whose value can't be changed

`char *s = malloc(6);`

